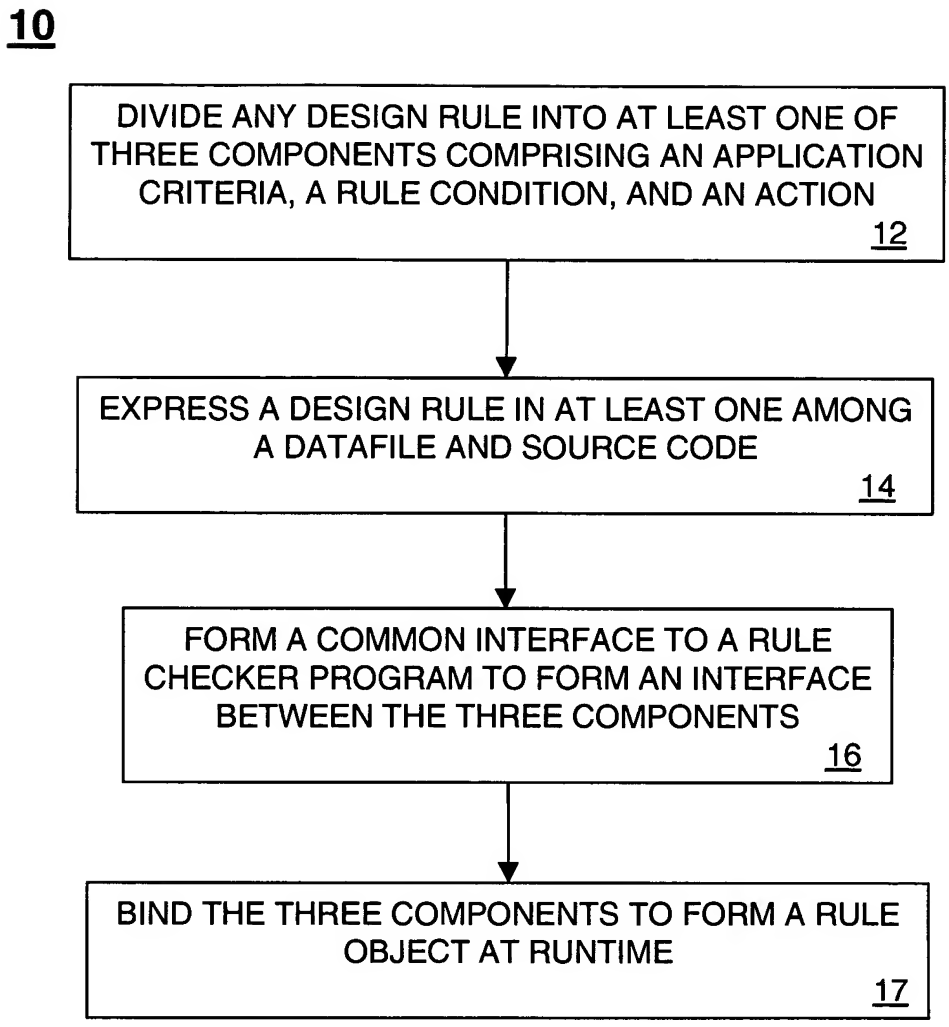

10
DIVIDE ANY DESIGN RULE INTO AT LEAST ONE OF THREE COMPONENTS COMPRISING AN APPLICATION CRITERIA, A RULE CONDITION, AND AN ACTION
12
EXPRESS A DESIGN RULE IN AT LEAST ONE AMONG A DATAFILE AND SOURCE CODE
14
FORM A COMMON INTERFACE TO A RULE CHECKER PROGRAM TO FORM AN INTERFACE BETWEEN THE THREE COMPONENTS
16
BIND THE THREE COMPONENTS TO FORM A RULE OBJECT AT RUNTIME
17

FIG. 1

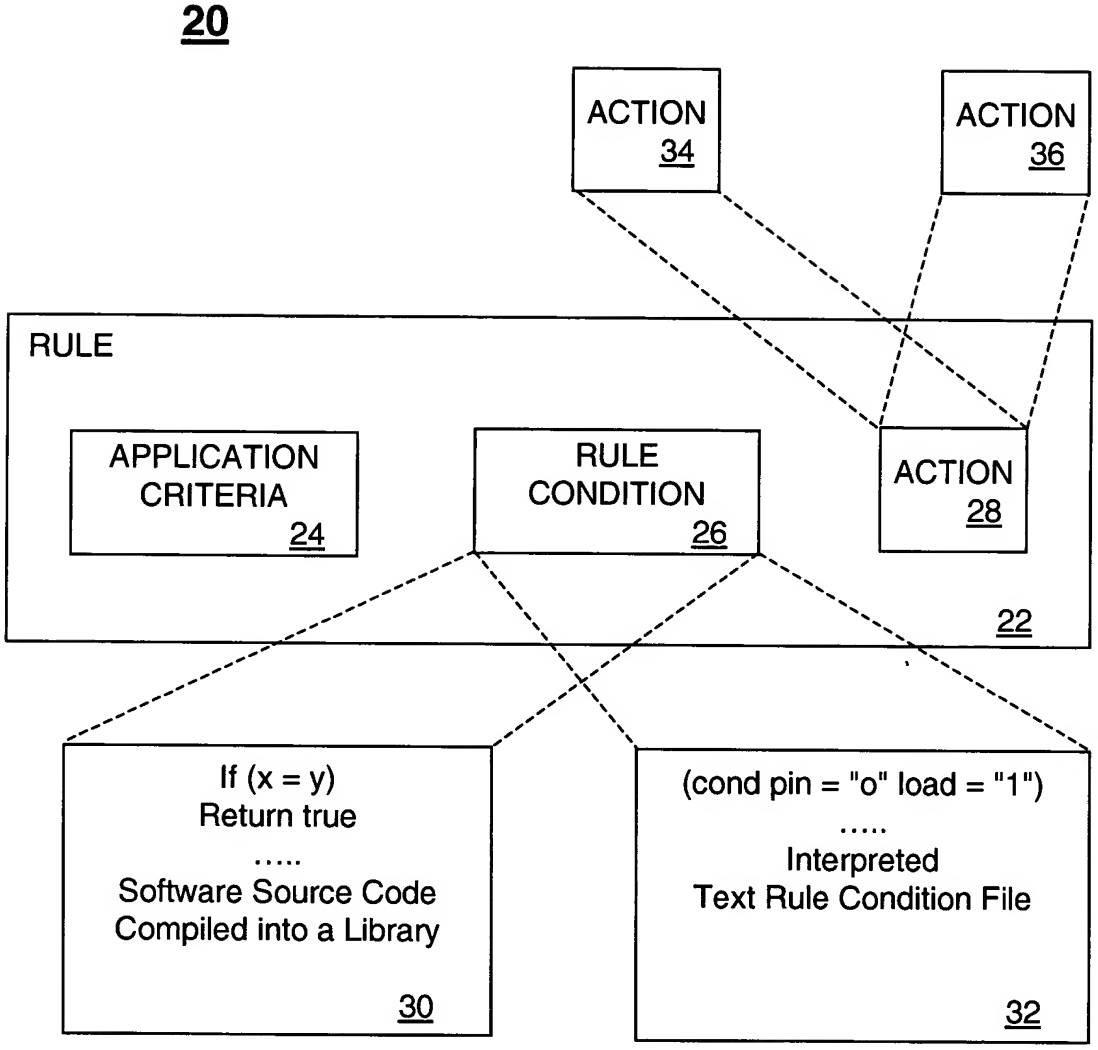

20
ACTION
34
ACTION
36
RULE
APPLICATION
CRITERIA
24
RULE
CONDITION
26
ACTION
28
22
If (x = y)
Return true
.....
Software Source Code
Compiled into a Library
30
(cond pin = "o" load = "1")
.....
Interpreted
Text Rule Condition File
32

FIG. 2

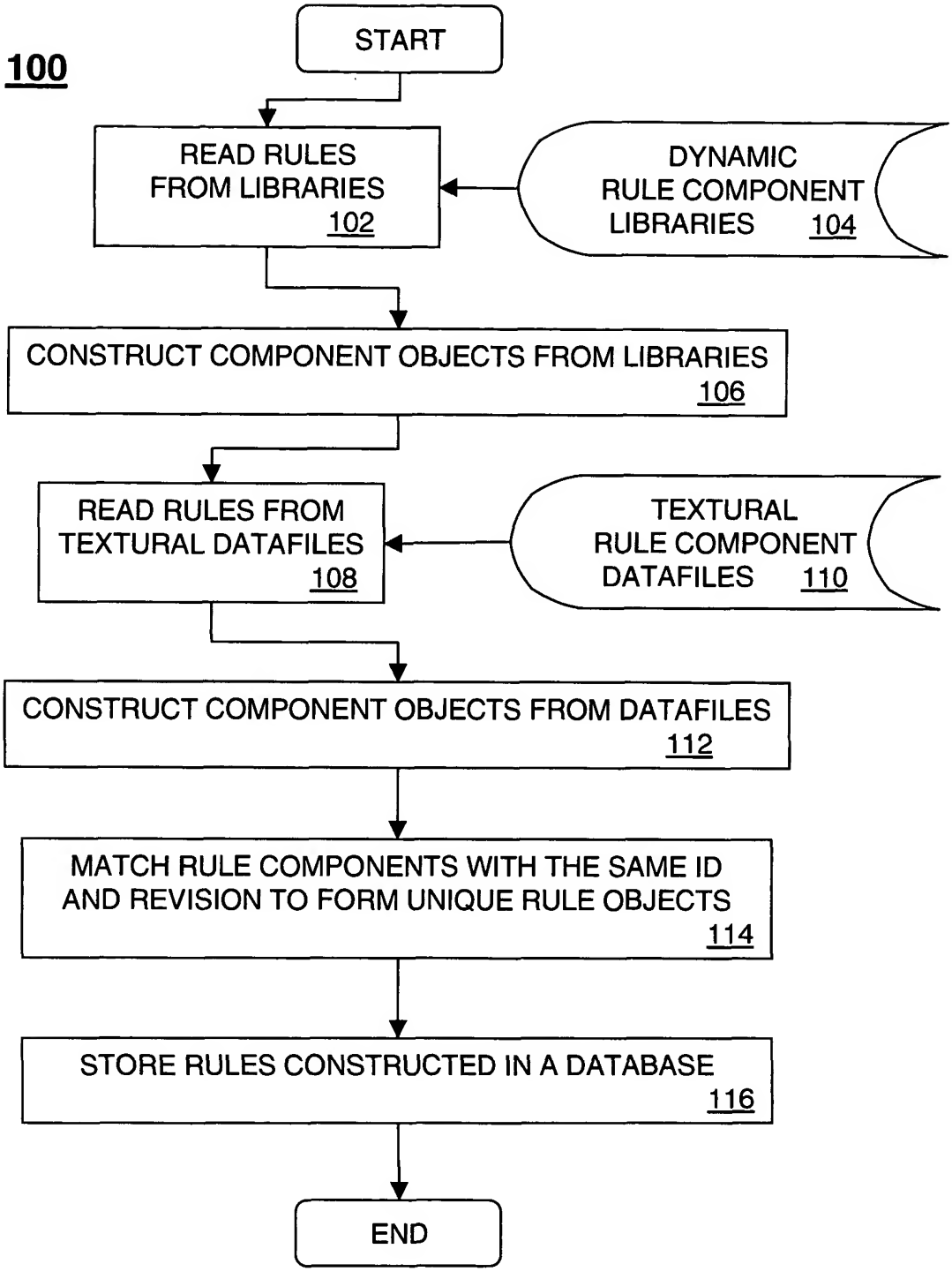
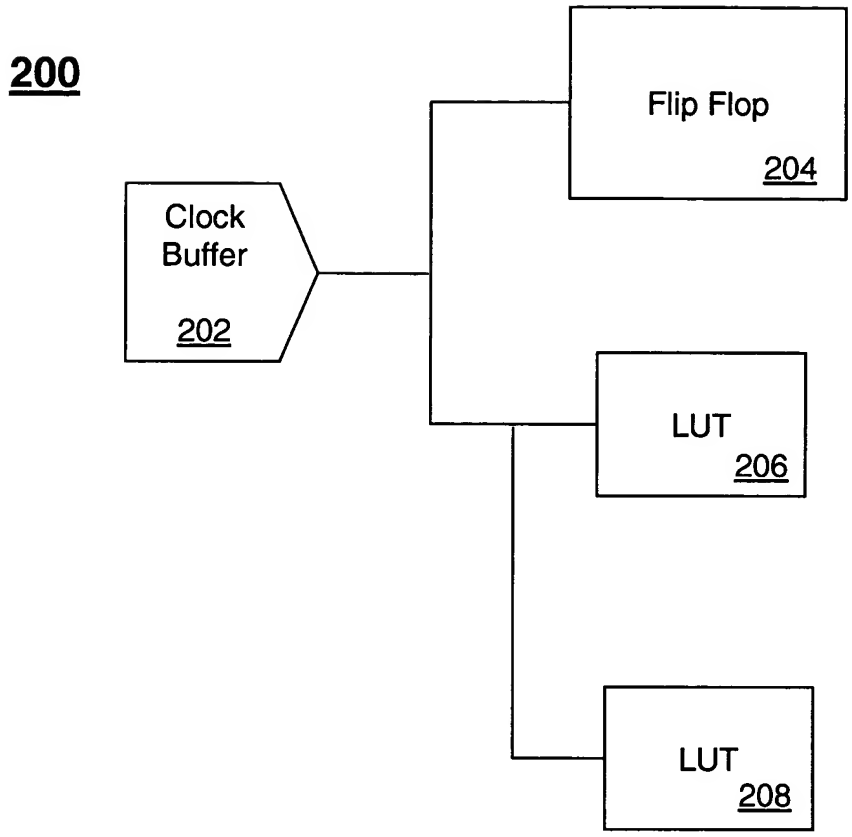

100
START
READ RULES FROM LIBRARIES 102
DYNAMIC RULE COMPONENT LIBRARIES 104
CONSTRUCT COMPONENT OBJECTS FROM LIBRARIES 106
READ RULES FROM TEXTURAL DATAFILES 108
TEXTURAL RULE COMPONENT DATAFILES 110
CONSTRUCT COMPONENT OBJECTS FROM DATAFILES 112
MATCH RULE COMPONENTS WITH THE SAME ID AND REVISION TO FORM UNIQUE RULE OBJECTS 114
STORE RULES CONSTRUCTED IN A DATABASE 116
END

FIG. 3


200
Flip Flop
204
Clock
Buffer
202
LUT
206
LUT
208

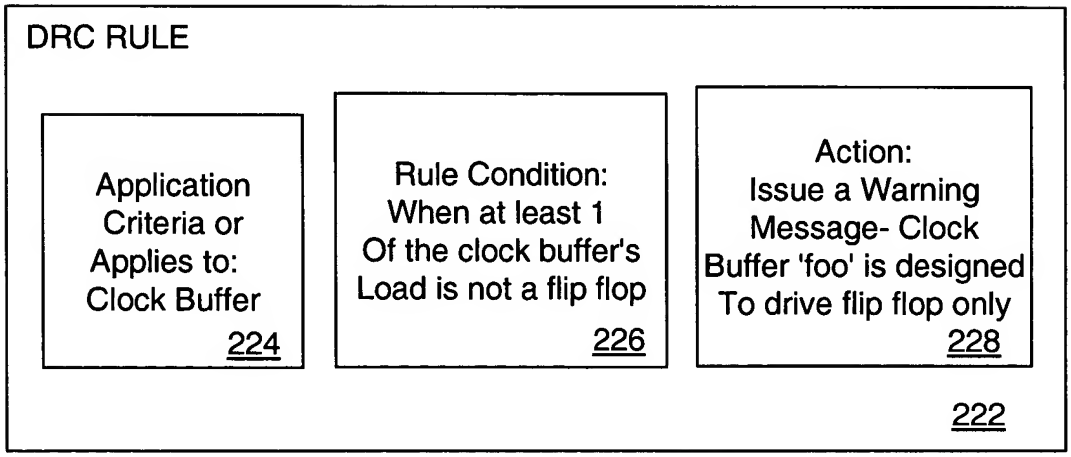

DRC RULE
Application
Criteria or
Applies to:
Clock Buffer
224
Rule Condition:
When at least 1
Of the clock buffer's
Load is not a flip flop
226
Action:
Issue a Warning
Message- Clock
Buffer 'foo' is designed
To drive flip flop only
228
222

FIG. 4